

5 LEVEL

Name: Joanie Felwalker Player: Abi
Class: Cleric (Death Domain)
Experience: 6,500 Next level: 14,000
Background: Acolyte
Race: Aasimar, Fallen Size: Medium Height: _____ Weight: _____
Gender: _____ Hair: _____ Eyes: _____ Skin: _____
Age: _____ Alignment: _____ Faith: _____

DUNGEONS & DRAGONS

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
16 STR STRENGTH	+3	+3	
12 DEX DEXTERITY	+1	+1	
14 CON CONSTITUTION	+2	+2	
8 INT INTELLIGENCE	-1	-1	
18 WIS WISDOM	+4	+7	✗
8 CHA CHARISMA	-1	+2	✗

Saving Throw Advantages / Disadvantages

Combat

Defense

15 AC

ARMOR BONUS: 14
SHIELD BONUS: 0
DEXTERITY MOD: 1
MAGIC: 0
MISC MOD 1: 0
MISC MOD 2: 0

Scale Mail

MEDIUM ARMOR (d4+2) ☒ STEALTH DISADV. ☒
HEAVY ARMOR (d4+3) ☐

RESISTANCE
Necrotic ☐
Radiant ☐
HALF DAMAGE

Attacks

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Greatsword Heavy, two-handed If Necrotic Shroud +5 Necrotic 1x per turn If Touch of Death +15 Necrotic	✓ Str	Melee	+6	2d6+3	Slashing
Toll the Dead Wis save, success - no damage; If target is at full HP, d8 instead of d12 damage	✓ Wis	60 ft	DC 15	2d12	Necrotic
Unarmed Strike	✓ Str	Melee	+6	4	Bludgeoning
Spiritual Weapon (2nd) Create weapon with 60 ft Bonus Action to move it 20 ft and attack	✓ Wis	60 ft	+7	1d8+4	Force
Spirit Guardians (3rd & conc.) Enemy who starts turn or enters area half speed On save, only half damage	✓ Wis	S: 15 ft Radius	DC 15	3d8	Necrotic

TYPE: AMMUNITION TOTAL: 10

TYPE: AMMUNITION TOTAL: 10

Ability Save DC

PROFICIENCY BONUS +8+ Wis 15
PROFICIENCY BONUS +8+ Cha 10

Senses

17 Passive Perception
Darkvision 60 ft

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Channel Divinity	1	SR	
Channel Divinity: Harness Divine Power	1	LR	
Healing Hands (5 HP)	1	LR	
Necrotic Shroud (+5 damage)	1	LR	
Pearl of Power	1	Dawn	



Proficiency Bonus
INSPIRATION

Skills

ADV. DIS.	BONUS	NAME (ABILITY)	PROF.	EXP.
✓	+1	Acrobatics (DEX)		
✓	+4	Animal Handling (WIS)		
✓	-1	Arcana (INT)		
✓	+3	Athletics (STR)		
✓	-1	Deception (CHA)		
✓	+2	History (INT)	✗	
✓	+7	Insight (WIS)	✗	
✓	-1	Intimidation (CHA)		
✓	-1	Investigation (INT)		
✓	+4	Medicine (WIS)		
✓	-1	Nature (INT)		
✓	+7	Perception (WIS)	✗	
✓	-1	Performance (CHA)		
✓	-1	Persuasion (CHA)		
✓	+2	Religion (INT)	✗	
✓	+1	Sleight of Hand (DEX)		
✓	+1	Stealth (DEX)		
✓	+4	Survival (WIS)		
✓		Tool		

Initiative 1 +1

DEX 1 + MISC.
SPEED 30 ft SPEED ENCUMBERED 20 ft

Health

HP MAX HIT POINTS

RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

TEMPORARY HP

5 x d8 + 2

HIT DICE LEVEL DIE CON USED

WOUNDS

DC10

DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Cast a Spell	Dash / Disengage / Dodge
Attack	Help / Hide / Escape Grapple
- Weapon Attack	Ready / Search / Use Object
- Disarm / Grapple / Shove	
	Pearl of Power
Necrotic Shroud (start)	
Healing Hands	Channel Divinity: Turn Undead
BONUS ACTIONS	REACTIONS <input type="checkbox"/> USED THIS ROUND
Spiritual Weapon (2nd level spell)	Opportunity Attack
Spirit Guardians (3rd level spell)	
Channel Divinity: Harness Divine Power	
Necrotic Shroud (end)	
Overrun / Tumble	



Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1 <input type="checkbox"/>	Disadvantage on Ability Checks
2 <input type="checkbox"/>	Speed halved
3 <input type="checkbox"/>	Disadvantage on Attack Rolls and Saving Throws
4 <input type="checkbox"/>	Hit Point maximum halved
5 <input type="checkbox"/>	Speed reduced to 0
6 <input type="checkbox"/>	Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

Conditions

- ☐ **Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- ☐ **Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- ☐ **Deafened**
Fail checks involving hearing.
- ☐ **Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- ☐ **Grappled**
Speed drops to 0, regardless of any bonus.
- ☐ **Incapacitated**
Can't take actions or reactions.
- ☐ **Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- ☐ **Paralyzed**
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.
- ☐ **Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- ☐ **Poisoned**
Disadvantage on attack rolls and ability checks.
- ☐ **Prone**
Crawl (at $\frac{1}{2}$ speed) or stand up (costs $\frac{1}{2}$ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- ☐ **Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- ☐ **Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- ☐ **Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.



Notes

Magic Items

 MAGIC ITEM: *Earring from Ruin (Pearl of Power)* [DMG 184] **ATTUNED**

While this pearl is on my person, I can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once I have used the pearl, it can't be used again until the next dawn.

 MAGIC ITEM: ☐ **ATTUNED**

MAGIC ITEM: ATTUNED

 MAGIC ITEM: **ATTUNED**

MAGIC ITEM: ATTUNED

 MAGIC ITEM: ☐ **ATTUNED**

Extra Equipment

[illegible]

Other Holdings



Background

Character History

In the quaint, sunlit town of Elderspire, Joanie Fellwalker was an enigma. An Aasimar blessed with celestial heritage, her presence shone like a beacon amidst the mundane. Yet, her luminescence only seemed to cast deeper shadows around her. Joanie was deeply emotional, her heart wide open and aching with love for the world, but the townsfolk often misinterpreted her earnestness as oddity. Her quirky nature and impulsive outbursts rendered her an outcast, and the laughter that echoed in the village square felt like a distant melody she could never quite join.

As a child, Joanie's heart was drawn to the stories of the departed. She would wander the graveyard, tracing her fingers over the worn names etched into the stone, imagining the lives of those who lay beneath. In her loneliness, the dead became her companions, whispering tales of the past that filled her with warmth and sorrow. While other children played games, Joanie preferred to weave floral crowns to place on forgotten graves, believing that even in death, no one should be alone.

Despite her kindness, Joanie struggled to maintain any semblance of a normal life. Jobs slipped through her fingers like grains of sand, and each rejection deepened her sense of isolation. The baker dismissed her for accidentally mixing salt into the dough, while the farmer scolded her for daydreaming instead of tending to the crops. It seemed that her heart was a heavy burden that few could understand, and Joanie's spirit, once vibrant, began to wane under the weight of rejection.

One day, while wandering the graveyard, Joanie encountered Father Alaric, a kind-hearted priest of Kelemvor. Unlike others, he welcomed her presence with open arms and a gentle smile. Joanie found solace in his wisdom, as he spoke not just of the dead, but of the importance of honoring their memory and the cycle of life. His compassion ignited a spark within her, and she began to follow him, eager to learn and to find purpose.

Father Alaric became her mentor, guiding her through the teachings of Kelemvor, the god of the dead. Joanie learned that death was not an end, but a transition—a chance to celebrate lives lived and to bring peace to those left behind. Through his guidance, she found her calling, becoming a cleric devoted to tending to the needs of the departed and the grieving. Joanie learned to channel her emotions into acts of love and remembrance, nurturing her connection to the dead while helping the living navigate their sorrows.

With newfound purpose, Joanie took to the town, often seen wandering the streets with a basket of flowers, her heart swelling with joy as she laid them on tombstones, whispering soft prayers for the souls beneath. She spoke to them as if they were friends, sharing her hopes and dreams, her fears and laughter. The graveyard

became her sanctuary, a place where her emotional outbursts were not only accepted but embraced. The dead listened, providing her with a sense of belonging she had long craved.

Though still misunderstood by many in Elderspire, Joanie found a family in the church and the graves she tended. She became known as the "Flower Cleric," a title she wore with pride. Her heart, once a vessel of unrequited love, now overflowed with purpose, as she dedicated her life to bringing comfort to those who mourned and honoring the memories of those who had been forgotten.

In a world where acceptance had always eluded her, Joanie Fellwalker had finally found her place—among the living, the dead, and the divine, walking the delicate line between the two with grace and love.

Allies & Organizations

Temple of Kelemvor
Father Alaric



Character Portrait

Appearance

Enemies

Metnal Illness



Organization Symbol

Spell Slots	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
	<div></div>	<div></div>	<div></div>	<div></div>					
	<div></div>	<div></div>	<div></div>	<div></div>					



Cleric Spells

Spell attack modifier:

+7

Spell save DC:

15

Spellcasting ability

Wisdom

Cantrips (0 Level)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
^{At Will} Light (Aasimar)	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Chill Touch	2 crea in 5 ft spell atk for 2d8 Necro. dmg; can't regain HP; undead dis. atks vs. me	—	Necro	1 a	120 ft	V,S	1 rnd	P	221
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
Thaumaturgy	Minor wonder; my voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	—	Trans	1 a	30 ft	V	1 min (D)	P	282
Toll the Dead	2 crea in 5 ft save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169

1st Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
False Life	I gain 1d4+4+5/SL temporary hit points for the duration	—	Necro	1 a	Self	V,S,M	1 h	P	239
Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
Healing Word	1 living creature heals 1d4+1d4/SL+4 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; save or also poisoned until end of my next turn	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	271

2nd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,Mf	Instantaneous	P	215
Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P	219
Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end	Con	Necro	1 a	60 ft	V,S	Conc, 1 min	P	271
Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
Spiritual Weapon	Create weapon; spell atk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 bns	60 ft	V,S	1 min	P	278

3rd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	—	Necro	1 min	10 ft	V,S,M	Instantaneous	P	212
Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	S:15-ft rad	V,S,M	Conc, 10 min	P	278
Vampiric Touch	Spell attack each turn as 1 a for 3d6+1d6/SL Necrotic dmg; I heal half the damage dealt	—	Necro	1 a	Self	V,S	Conc, 1 min	P	285

Glossary of Abbreviations used in this Spell Sheet

(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	Sources ('B' column)
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	AI Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range	FD Fizban's Treasury of Dragons
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	MT The Book of Many Things
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	P Player's Handbook
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	PS Planescape - Sigil and the Outlands
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	RF Rime of the Frostmaiden
atk	Attack (roll)	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SC Strixhaven: A Curriculum of Chaos
chk/check	Ablity check	obsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting	SJ Spelljammer - Astral Adventure Guide
CL	Character Level	rnd	Round(s)	M†	Material component is costly and is consumed upon casting	SR System Reference Document
Conc, 1 min	Concentration, up to 1 minute	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware	T Tasha's Cauldron of Everything
						UA Unearthed Arcana
						W Explorer's Guide to Wildemount
						X Xanathar's Guide to Everything